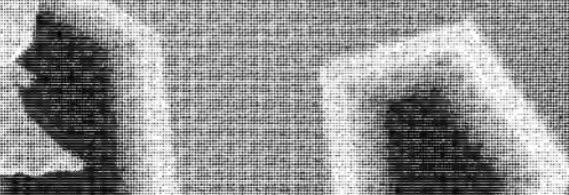


TABLE OF CONTENTS

SECTION	PAGE
1 GETTING STARTED	1
2 HOW TO USE THE CONTROLLER	1
3 BASIC BUTTON FUNCTION	3
4 GAME MODES	4
5 RULES	6
6 MODE SELECT & OPTIONS	7
7 BASIC BATTLE KNOWLEDGE	8
8 DANGER ZONE SYSTEM	9
9 CHARACTERS	11
10 CREDITS	27



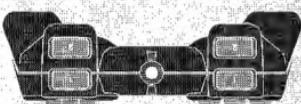
GETTING STARTED

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the PlayStation game console's power is off before inserting or removing a compact disc.

Insert the DEAD OR ALIVE™ disc and close the disc cover. Insert a game controller and turn the PlayStation game console ON. The opening story will start, and then the Title/Game Start Menu will appear. Press the Start Button to begin play. Follow the on-screen instructions to start a game.



HOW-TO-USE-THE-CONTROLLER



CONTROLLER

- L2 = P+K
- L1 = H+P
- R2 = H+K
- R1 = H+P+K
- H (Hold)
- P (Punch)
- K (Kick) / select or execute
- P (punch) / Cancel

Note:

You can reset your game at any time by pressing and holding L1+L2+R1+R2++++START then hitting SELECT.

Directional Buttons

- To move a character. Able to make them jump, sit (squat), or guard.

Select

Not used.

START

- To PAUSE during game play
- To START the game

CAMERA OPERATION

You can change the camera angle during your character's victory pose.

ROTATION

After ending the attack scene, it is possible to rotate the camera 360 degrees around the player's character.

Control Stick: Hold down the R button.

Attack Buttons: Hold down the R button.

To Control the Camera Directional Buttons:

- Up: Cam
- Left: Camera angle
- Down: Around from the left (clock wise)
- Right: Around from the right (counter clock wise)
- R button: Zoom in
- Z button: Zoom out

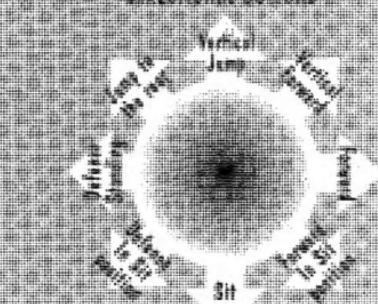
CHARACTER MOVES

All instructions are based on the assumption that the player character is facing to the right.

See character section for specific character moves.

Up: Jump or fly over the player.

DIRECTIONAL BUTTONS



Large forward: R1 + R2

Large backward: L1 + L2

Right →: press and hold

Guard: Press and hold

ATTENTION

- * or ** arrows indicate that the user should press the button for a short length of time. ** arrows indicate that the user should press and hold the button.

DOWN

When your character is down, use the directional buttons to get up. If you want to get up quickly, continue pressing Forward/Backward along with a directional key. Certain combinations of directional buttons and X will enable your character to attack or do the stand back up.

ATTACK

When the enemy is down, you can still give him/her an additional attack. P and K functions depend upon which enemy you're fighting. Some characters also have a special KO attack technique.

When the character falls toward the background: [Z-axis backward].

Press J and Press K several times.

To perform a low kick as the character gets up:

Press K and K several times as the character is getting up.

When the character falls toward the foreground: [Z-axis forward].

Press J and H several times.

To perform a mid-kick as the character gets up:

Press K several times as the character is getting up.

To reduce the down time:

Press J (jump) several times.

BASIC - BUTTON - FUNCTION

□ + ▲: Throw

Each character has their own special 'throw'. When you are thrown by your opponent, press the UP command to avoid falling.



□ + △ + ○: Escaping Combination Throw

After using either 'Throw' or 'Offensive Hold', some characters will immediately attack with a 'Throw'. When you are about to be thrown into the DANGER ZONE, press **□ + △ + ○** to defend yourself and rebound.



□ button: Defensive hold toward high and mid attacks.

Low **□** button: Defensive hold toward low attacks.

With this command you can reverse your opponent's attack and put him or her on the defensive.



GAME - DIODES

There are a number of different game modes. An additional controller is required for 2 player modes.



TOURNAMENT MODE (1-2 players)

In this mode you play against the computer (COM). There is no limit to the number of matches you can play. Another player can also join in the battle. Once the battle is over, the winner will rejoin to fight the next COM opponent.

TIME ATTACK MODE (1 player)

In this mode you must battle against both the COM and the clock. (All preset options return to default settings in this mode.)

DANGER ZONE MODE

The entire ring becomes a DANGER ZONE. (See pg. 11)

In Character Select mode, press **◀ + ▶** button to enter this mode. There is no limit to the number of matches you can play.

V.S. MODE (2 players)

In this 2 players mode there is no limit to the number of matches you can play.

SURVIVAL MODE (1 player)

A fight to the death (of your energy). You continue fighting until your energy (on the energy gauge) is depleted. Your opponent is the COM. The level of the battle and number of sets are set in default. Winning battles restore some of your energy.

KUMITE MODE (1 player)

It's you against 100 COM opponents. The object of this mode is to win high points in the winning rate and to gain a fast Clear Time. When you move onto the next battle your energy is restored.



TEAM BATTLE MODE (1 - 2 players)

Team up 5 of your favorite fighters against 5 of your friends' favorite fighters in this mode. Fighters are eliminated in one on one battles until the last fighter left standing is champion.

TRAINING MODE

Just as it sounds, in this mode you train and develop your fighting skills. Luck for you, your COM opponent will not attack back, so bone up and be fearless. TRAINING MODE has no time



limitation, nor any KO. A menu window will pop up when you press the Start button in this mode. Use the

Esc/Pack	Finish the Training mode
COM Type Change	To change the computer's "Move Type"
Stage Change:	To change the arena
Command List:	To bring up the display of the current character's attack moves
Re-Character Select:	To go back to the Character Select Screen
Exit:	Exit the menu and return to the Training mode

RULES- FOR- WINNING- ADD- LOSING

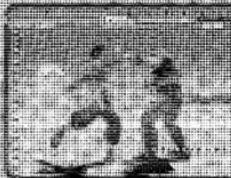
You will win in any of the following cases:

KO: Deplete your opponent's energy.

Ring Out: Throw opponent into the DANGER ZONE.

Time Out: Exceed the designated time with a higher energy level than your opponent's.

SCREEN: Type 1



TIME: When the computer reaches 0, your time is up. The higher, the higher energy you will be the winner.

SET COUNT: You choose the more rounds you must fight to win. When you win a set one set will be highlighted. When you win the entire match all sets will be highlighted.

ENERGY GAUGE:

You will lose if your energy falls to 0.

DRAW and SUDDEN DEATH

In the case of a Time Out, if you and your opponent's energy levels are equal, the battle will end in a tie. This rule also applies at Double KO and Double Ring Out.

SCREEN: Type 2



COM TYPE: Shows what Move Type the character has.

If both fighters win an equal number of matches a 'Sudden Death Match' will determine the winner. In Sudden Death your energy level will be lower than normal. If the Sudden Death match ends in a tie, the champion will be declared the winner.

CONTINUE

Even you lose a battle, you can try again by continuing. However, you MUST press the Start button within designated time. You can also change your character.

MAXIMUM DAMAGE:

Shows the greatest damage you inflicted upon your COM opponent.

DAMAGE GAUGE: Shows how much damage you inflicted upon your COM opponent.

MODE - SELECT - & - OPTIONS

MODE SELECT

Press **START** at the Title Screen to display the **MODE SELECT** screen.

Use the directional buttons to select Game Mode, and press **Ⓐ** button to enter.



CHARACTER SELECT

Scroll through the characters by using Right and Left directional buttons. Select your character with the **Ⓑ** button.



Select **OPTIONS** in the Mode Select screen to modify the environment settings or to access the memory card options.

You may load or save a game by selecting **MEMORY CARD** from the list of options and following on-screen prompts.

Note:

Never insert or remove a memory card when loading or saving files.

Ⓐ button:

Ⓑ button:

Directional buttons (Up and Down).

Directional buttons (Right and Left).

Enter / go to the next screen.

Go back to the former screen.

Scroll through the list.

Change the content of the list.

1. GAME CONFIG: sets the level of battle, time limit, etc.

TURBO MODE (Default Setting):

If you select "ON", battles will be faster.

OFF MODE (Normal Battle Parameter):

Set TIME (00:20/00:30/00:40).

BATTLE POINT (0/1000).

TIME SELECT (ON/OFF):

ENEMY COUNT (ON/OFF): If you choose "ON", the number of enemies will increase as you play.

ENEMY EFFECT (ON/OFF):

SYSTEM CHARGE:

Set the level of damage to enemies.

Player 1's life gauge (maximum).

Player 2's life gauge (maximum).

Set the time limit for battles.

Set the point limit for battles.

Set the number of enemies.

Set the number of enemies.

Set the number of enemies.

Set better weapons like the LUDVIAA according before to split through the bottom.

2. AUDIO CONFIG: sets sound.

STEREO (ON/Off):

ARM VOLUME (0/64/128):

ARM PULLUP (0/32/64):

ARM TILT:

ARM TILT:

SYSTEM VOICE TEST:

ON TEST:

Set the sound of battle or menu.

Set the sound library during battles.

Set sound effect volume.

Allows you to sample the music others available. Press **Ⓐ** or **Ⓑ** button to hear the music.

Allows you to sample vehicles. Press **Ⓐ** or **Ⓑ** button to hear the music.

Allows you to sample system action. Press **Ⓐ** or **Ⓑ** button to hear the music.

Allows you to sample the sound effects. Press **Ⓐ** or **Ⓑ** button to hear the music.

3. RECORDS: displays the ranking of each Mode battle. Use directional buttons to change the screen.

TOURNAMENT MODE RECORDS:

TOURNAMENT CHARACTER RANKING:

BANGER TIME MODE RECORDS:

GENERAL TIME ATTACK MODE RECORDS:

GENERAL TIME ATTACK CHARACTER RANKING:

BANGER TIME ATTACK MODE RECORDS:

BANGER TIME ATTACK MODE CHARACTER RANKING:

GENERAL SECTION MODE RECORDS:

GENERAL SECTION MODE RECORDS:

GENERAL ROUND MODE RECORDS:

GENERAL ROUND MODE RECORDS:

GENERAL TEAM MODE RECORDS:

GENERAL TEAM MODE RECORDS:

Show the top 10 records for tournament mode.

Show each character's top 10 record for general mode.

Show top 10 fastest time records for banger time mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

Show fast character's top 10 record for general mode.

TIPS-TO-HOLD-YOU-THROUGH-BATTLE

Understanding the Hold System and DANGER ZONE System is essential for victory. Players can fight by skillfully managing only three moves: PUNCH, THROW, and HOLD. Punch is superior to Throw, Throw is superior to Hold and Hold is superior to Punch.



HOLD SYSTEM: Usually fighting games have only two basic types of attack, Punch and Throw. In Dead or Alive, you have an additional category called HOLD.

There are two kinds of Holds: a Offensive Hold (OH) and a Defensive Hold (DH).

OFFENSIVE HOLD

This is best to use when you want to aggressively attack the opponent. The main command key is **B**. Depending upon which skill you use, the command will differ. (For details see the character moves lists.)



DEFENSIVE HOLD

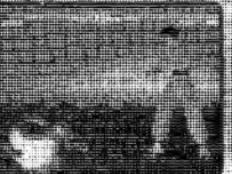
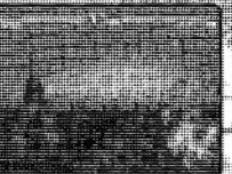
Use this when the opponent aggressively attacks you. By pressing **B** button, you can hold your opponent's arm or leg and turn his attack against himself with a throw. All characters share the following commands. Defend against high/mid attacks with the **B** button and against low/crushing attacks with the **B** button.

Some characters have additional Defensive Holds moves.

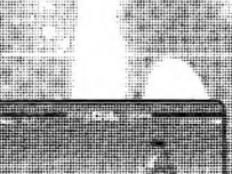


DANGER-ZONE-SYSTEM

The DANGER ZONE is the rim of the fighting ring. A character falling into this Zone will create an explosion which causing him/her massive damage. The character will also be bounced around in the explosion. This is when your opponent is vulnerable, so strike quickly. (Mid-air combos work well.)

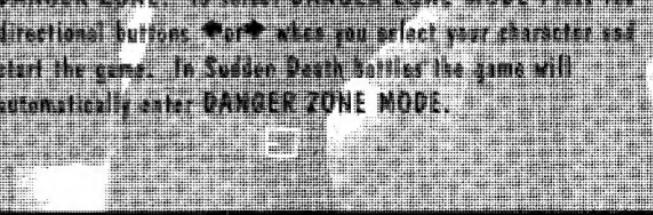


If you're thrown into the DANGER ZONE you can avoid bouncing by pressing **□-△-○** buttons simultaneously before the explosion begins. This will put you into the Ukemi position. Even if you are able to avoid bouncing with this maneuver, you will still incur damage from the Danger Zone, but you will avoid damage from the explosion.



DANGER ZONE MODE

The entire ring becomes a DANGER ZONE. To select DANGER ZONE MODE Press the directional buttons **Up+Down** when you select your character and start the game. In Sudden Death battles the game will automatically enter DANGER ZONE MODE.



CHARACTER-INTRODUCTION

The following is a list of some of the chief characters in Dead or Alive, along with a list of some (but not all) of their unique moves.

KASUMI

Nationality: Japanese

DOB: Feb 23

Height/Weight: 5'5"/106 LB

Measurements: 34-20-35

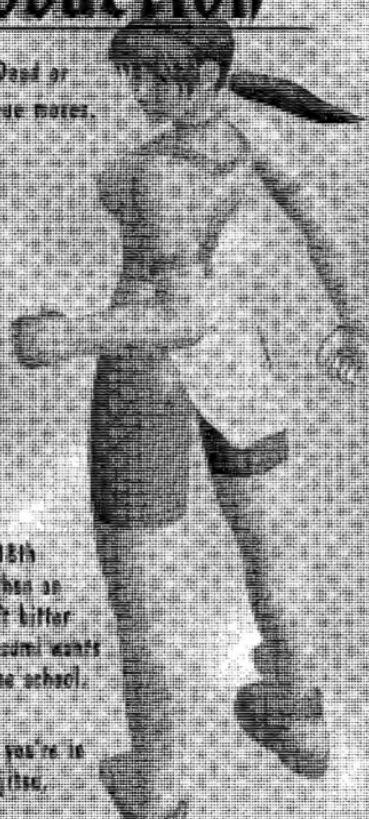
Lethal Fighting Style: Mugen Tenjir (Ninjutsu Accstein)

Favorite Food: Strawberry Mills-Pearliss

Hobby: Fortune telling

Kasumi's brother, Hayate, was next in line to succeed as the 18th master of the Mugen Tenjir Academy...until one fateful day when an assassin attacked and crippled him. Her father Shiden was left bitter and refuses to mention the details surrounding the attack. Kasumi wants revenge, and she's determined to succeed as 18th master of the school.

Watch out for Kasumi - if you think she's quiet and kittish, you're in for an oily surprise. Kasumi's expertise is Banzaiya-style Ninjutsu, and like a cat, you never see her coming until it's too late.



MOVE LIST

- Shadow Sword $\triangle\triangle\triangle$
- Silver Flaming $\triangle\triangle\triangle$
- Steel Speed $\triangle\triangle$
- Aura Kick Combo $\triangle\triangle\triangle\triangle$
- Reined Sword $\triangle\triangle$
- Ground Tornado Combo $\triangle\triangle\triangle+\square$
- Mission Sword $\triangle\triangle\triangle$
- Death Tornado Combo $\triangle\triangle\triangle\triangle$
- Dark Mist $\triangle\triangle\triangle$
- Moon Flash Combo $\triangle\triangle\triangle\triangle$
- Wind Fury $\triangle\triangle\triangle$
- Lightning Spin Combo $\triangle\triangle\triangle\triangle\triangle+\square$
- Rising Cutter $\triangle\triangle$
- Lightning Disk Combo $\triangle\triangle\triangle\triangle\triangle\triangle$
- Hayase's Arrow $\triangle\triangle$
- Ground Tornado $\triangle\triangle\triangle+\square$
- Mosessai's Kick $\triangle\triangle$
- Windmill Kick $\triangle\triangle\triangle+\square$
- Dust Tornado $\triangle\triangle\triangle$
- Double Tornado $\triangle\triangle\triangle\triangle\triangle\triangle$
- Burst Lance $\triangle\triangle\triangle\triangle$
- Karumi Cyclone $\triangle\triangle\triangle\triangle\triangle$
- Hassan's Kick $\triangle\triangle$
- Whirlwind $\triangle\triangle\triangle$
- Air's Kick $\triangle\triangle\triangle$
- Rising Gearax $\triangle\triangle\triangle\triangle\triangle$
- Earth Kick $\triangle\triangle\triangle$
- Mass Darkness (Kasumi's last to every) $\triangle\triangle$
- Rainbow Throw $\triangle\triangle\triangle$
- Roundabout $\triangle\triangle\triangle\triangle$
- Ga Fu Mission $\triangle\triangle\triangle$
- Shadow Swallow (Energy is enough) $\triangle\triangle\triangle\triangle\triangle$
- Hayek's Phoenix $\triangle\triangle\triangle\triangle\triangle\triangle$
- Broken Wings (to enemy's back) $\triangle\triangle\triangle$
- Misty Mist $\triangle\triangle\triangle\triangle\triangle$
- Old-Ya Cherry $\triangle\triangle$
- Flaming Gasho $\triangle\triangle\triangle$
- Flying Swallow $\triangle\triangle\triangle\triangle\triangle$
- Disney Path (to Flaming Gasho) $\triangle\triangle\triangle$
- Falling Sation (to Flying Swallow) $\triangle\triangle$
- Spinning Fall $\triangle\triangle\triangle\triangle\triangle$
- Post-Ey Cherry (Energy is enough) $\triangle\triangle\triangle$
- Angel Wheel $\triangle\triangle$
- Cherry's Dream $\triangle\triangle\triangle\triangle\triangle\triangle$

LEI FANG

Nationality: Chinese

DOB: April 23.

Height/Weight: 5'5"/110 lbs

Measurements: 34-21-33

Lethal Fighting Style: Tai Chi (Tai Kukku Kar)

Occupation: Student

Favorite Food: Almond jelly

Hobby: Karate

Lei Fang is an impulsive, yet determined prodigy of Tai Kukku Kar. Don't let her sweet smile fool you...she may look like an angel, but she's got a devilish determination to prove herself. You'd better keep your eyes on her at all times.

Her confidence has been shaken just once, several years ago. Lei was challenged by a gang of street fighters. She was prepared to take them on single-handedly, but a boy named Gai, wearing a dragon emblem, suddenly jumped to her rescue. If there's one thing Lei hates, it's someone assuming that she can't handle things on her own. The incident left her determined to find and defeat Gai...and anyone standing in her way.



MOVES LIST

- Shovel ★●
- Double Fist (blast) ★●
- Upper Elbow ★●
- Double Smash Kick ★●
- Palm Attack ★●
- Front Screw Kick ★●
- Lei's Attack ★●
- Rolling Bear ★●
- Upper Palm Smash ★●
- Low Joint Kick ★●
- Back Fist ★●
- Swirling Face Kick ★●
- Back Fist Punch ★●
- Child Screw Back Kick ★●
- Palm Spring Kick ★●
- Triple Screw Kick ★●
- Double Horse ★●
- Double Jump Kick ★●
- Knuckle Parch ★●
- Spirit Kick ★●
- Shoulder Bash ★●
- Fair Lady Attack ★●
- Phoenix Conto ★●
- Defeating Palm ★●
- Tang Gunbi ★●
- Knee Attack ★●
- Palm Split Kick ★●
- Palm Split ★●
- Palm and Fist ★●
- Arm Bar Throw ★●
- Chest Hold Dash ★●
- Atomic Punch ★●
- Reverse Parallel Chop ★●
- Loose Throw (to enemy's back) ★●
- Snarel ★●
- Knee Grab Attack (enemy is attack) ★●
- Front Kick Dash ★●
- Low Crusher (to enemy's back) ★●
- Stomach Hole Punch ★●
- Shoulder Thrust (to enemy's back) ★●
- Back Spine Elbow (During Stomach Hole Punch) ★●
- Reverse Karate Chop (enemy is attack, face behind) ★●
- Neck Lariat (During Back Spine Elbow) ★●
- Front ★●
- SP ★●

TINA

Nationality: American

DOB: Dec. 5.

Height/weight: 5'5"/126 lbs

Measurements: 35-22-35

Fighting Style: Professional Wrestling

Occupation: Wrestler

Favorite food: Seafood

Hobby: Outdoor sports, laser tag

Tina has been a pro wrestler since high school, and has worked her way up to become one of Dead or Alive's most feared lethal competitors. (Tina's father, trainer, and chief support, Bass Armstrong, also joins the tournament this time.) Tina almost "threw in the gloves" last year until her father stopped her again and convinced her to take on the world. Bass thinks Tina is in it for the glory of winning the DOA championship tournament, but her real aim is to be discovered in Hollywood.



MOVES LIST

- Double Hammer ↗△
- Double Uppercut ↗+△△
- Low Spin Katana □△
- Vertical Drop Hammer ↗△+△
- Kruckle Arrow □△
- Jumping Hip Attack □, □+, ○
- Elbow Smart ↗△
- Machina Gun Kick □△○
- Shoulder Tackle ↗+△
- Machina Gun Rush □△○
- Lariat ↗□-△
- Ultimate Combo ↗△△○
- Neck Cut Kick ↗○
- Solo Kruckle Combo ↗△△+△
- Kicks Kick ↗+○
- Knee Hammer ↗○+△
- Rolling Schot □-○
- Combo Rolling Schot ↗○○
- Low Spin Kick ↗□+○
- Double Low Kick ↗○+○
- Death Valley Pinch □+○
- Body Slam □, □+, ○
- Fisherman's Buster ↗+△+△+○
- Frachtersteiner ↗+△+○
- J-D Catches ↗+△-○
- Bass Bomb (enemy in crouch) ↗□-○
- Flying Major ↗+○+△, ○
- J-O-S (enemy in crouch) ↗□-○+△-○
- Surf Board Stretch (ie. Flying Major) ↗+○-○
- German Suplex (ie enemy's back) □, □
- JOS (ie Surf Board Stretch) ↗+○-○
- German Suplex Wing (ie enemy's back) □, □, ○
- Hammer Three ↗○
- Giant Swing (During Tackle) ↗+○+○+○
- JOS (in Hammer Three) ↗+○-○
- Knee Bomber (Enemy in crouch) □○
- Reverse Wing Back ↗+○+○
- Full Nelson (ie enemy's back) ↗○
- Dragon Sylex (ie Full Nelson) ↗+○+○+○, □
- Tackle ↗+○+○
- Dragon Screw (against enemy's mid back) ↗+○+○
- Rolling Forward ↗△, ○
- Guts Piss ↗+○+○, □, □, ○
- DR ↗+○+○, □, □, ○

RYU HAYABUSA

Nationality: Japanese

DOB: June 15,

Height/weight: 5'9"/154 LB

Messurements: 41-32-36

Fighting Style: Hayabusa Ninjutsu

Occupation: Antique Shop Owner

Favorite food: Sushi

Hobby: Mountain climbing, fishing

A dark figure approaches and hands Ryu a piece of paper stained with something red. Then, without a word, the figure slips away. Welcome to Dead or Alive - from Famicom Douglas.

Ryu bears a name "Hayabusa" on honor bestowed upon only the most distinguished of Ninja's coming from the Hayabusa School. His life had been a continuous fight until he met his love, Asuka, and found satisfaction in peace. But his thirst for challenge returned when he learned that his best friend's sister, Kasumi, had disappeared.

The ripples in his hand beckoned and wisked like an old lover. Another seduction from the dark. Once again, Ryu becomes a shadow of darkness.



MOVES LIST

- Shadow Strike $\downarrow\downarrow$
- Short Slide Kick $\downarrow\downarrow\downarrow\downarrow$
- Rising Palm $\uparrow\uparrow$
- Wind Blade $\downarrow\downarrow\downarrow$
- Low Spin Blade $\uparrow\uparrow\uparrow$
- Rapid Blade $\uparrow\uparrow\uparrow\uparrow$
- Steel Kick $\downarrow\downarrow\downarrow$
- Shadow Edge $\uparrow\uparrow\downarrow\downarrow\downarrow$
- Double Spin Blade $\uparrow\uparrow\downarrow\downarrow$
- Triple Impact $\uparrow\uparrow\uparrow$
- Palm Straight $\uparrow\uparrow\uparrow$
- Sonic Bomb $\downarrow\downarrow\downarrow\downarrow$
- Upper Knee $\uparrow\uparrow$
- Bullet Kick $\uparrow\uparrow\downarrow\downarrow$
- Moon Vault Kick $\downarrow\downarrow$
- Ground Cutter $\downarrow\downarrow\downarrow$
- Rising Axe $\uparrow\uparrow$
- Ground Strike $\downarrow\downarrow\downarrow\downarrow\downarrow$
- Rainbow Kick $\uparrow\uparrow$
- Trick Head $\uparrow\uparrow\downarrow\downarrow$
- Upper Spin Kick $\downarrow\downarrow\downarrow\downarrow$
- Rising Dragon Kick $\uparrow\uparrow\downarrow\downarrow$
- Cross Arm Splynx $\downarrow\downarrow\downarrow$

- Dragon Buster $\uparrow\uparrow\uparrow\uparrow\downarrow\downarrow$
- Northern Lights Splynx $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$
- Falcon Wing $\uparrow\uparrow\uparrow\uparrow$
- Swing DDT $\uparrow\uparrow\uparrow\uparrow\downarrow\downarrow$
- Neck Breaker (enemy in crash) $\uparrow\uparrow\downarrow\downarrow$
- Skyward Slam $\uparrow\uparrow\uparrow\uparrow\downarrow\downarrow\downarrow$
- Iron - Nagi (to enemy's back) $\downarrow\downarrow\downarrow\downarrow$
- Dive Bomber (during Dive Bomber) $\uparrow\uparrow\uparrow\uparrow\downarrow\downarrow\downarrow$
- Reverse DDT (to enemy's back) $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$
- Icicle Drop (during Dive Bomber) $\uparrow\uparrow\uparrow\uparrow\downarrow\downarrow\downarrow$
- Shadow Hunting $\uparrow\uparrow$
- Mirage $\uparrow\uparrow\downarrow\downarrow$
- Thunder Bolt (to enemy's back) $\uparrow\uparrow\downarrow\downarrow$
- Shooting Star $\uparrow\uparrow\uparrow\uparrow\downarrow\downarrow$
- Death Strike (enemy in crash) $\downarrow\downarrow\downarrow$
- Vision (enemy in crash) $\uparrow\uparrow$
- Captured (against mid kick) $\uparrow\uparrow\downarrow\downarrow$
- Evil Rushing (to enemy's back) $\uparrow\uparrow\downarrow\downarrow$
- Wind Strike $\downarrow\downarrow\downarrow\downarrow$
- Fake Roundtrip $\uparrow\uparrow\downarrow\downarrow$
- Issue $\uparrow\uparrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$ or
 $\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow\downarrow$

ZACK

Nationality: American

DOB: April 3.

Height/weight: 5'7 172 LB

Measurements: 41-33-37

Fighting Style: Muay Thai

Occupation: DJ

Favorite food: Ice cream

Hobby: Pool bar

Reporter: We're here with Mr. Zack, who is about to participate in the DOA championship. Mr. Zack...

Zack: What's the camera? Are you sure you've got my best side?

Reporter: Mr. Zack, ah, that's a little too close to the camera. Great. So I understand that you studied the ancient martial art Muay Thai...

Zack: Hey man, sorry you know what I mean? Gotta go. Thanks for your support. It's gonna be a cool night. The prize is mine.

Reporter: Sir, I...

Zack: Sorry, man. Be cool. This tournament rocks!



MOVES LIST

- Down Elbow
- Spinning Kick
- Half Noddy
- Half Spin High Kick
- Upper Elbow
- Half Spin Rolling Elbow
- Sway Kick
- Half Spin Head Kick
- Devil's Upper Cut
- Double Kick
- Rolling Elbow
- Girling Kaze
- Double Impact
- Double Low Spin Kick
- Death Elbow
- Volcanic Elbow
- Rising Head Kick
- Volcanic Mid-Kick
- Rising Knee
- Dancing Rush
- Heel Kick
- Volcanic Knee
- Devil's Rush
- Twister Uppercut

- Groundside Rush
- Flying Kaze Kick
- Low Spin Rush
- Turn Rolling Elbow (Zack's back to enemy)
- Reflex Rush
- Turn Head Kick (Zack's back to enemy)
- Heated Smart
- Wild Three
- Knee Strike
- Neck Hunting (To enemy's back)
- Beast Fang
- Knee Strike
- Forward Trap
- Head Elbow (To enemy's back)
- Backward Trap
- Head Crash (To enemy's back)
- Lift Nose (enemy at crash)
- Devil Elbow (To attacking enemy's back)
- Fake Rolling
- Wave
- DR

GEN FU

Nationality: Chinese

DOB: Jan 5.

Height/weight: 5'5" / 250 lbs

Measurements: 37-40-38

Fighting Style: Shin-I Rakuga Ken

Occupation: Used bookstore Owner

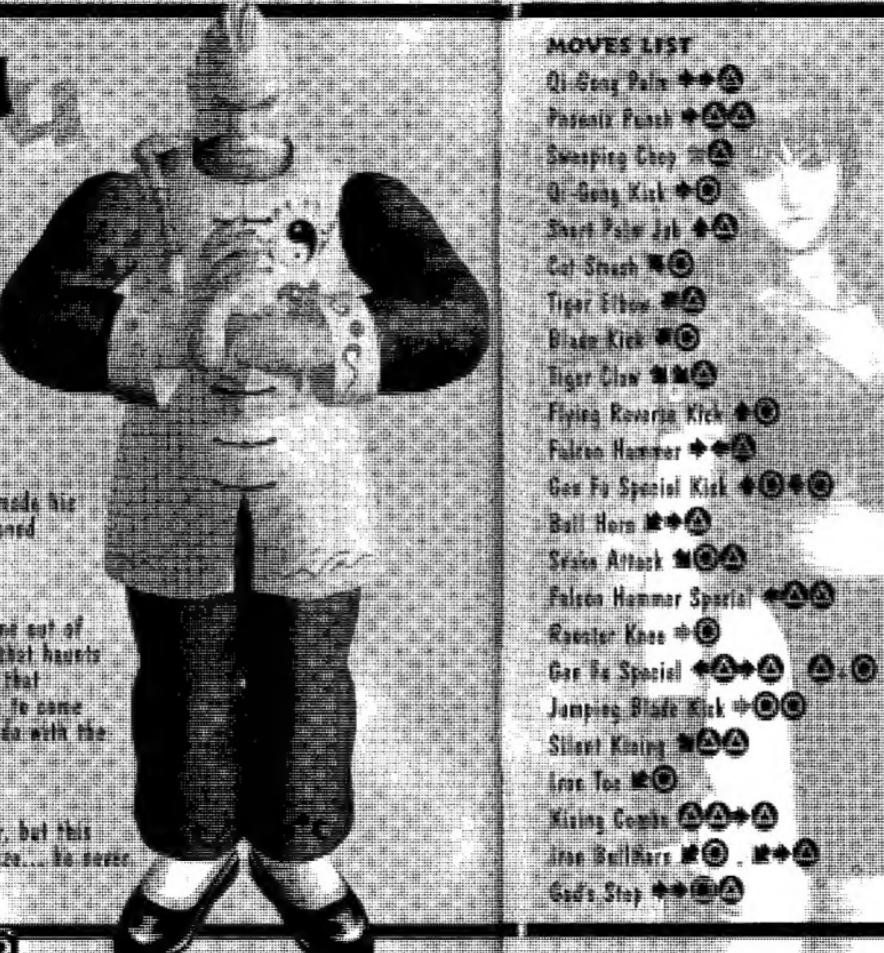
Favorite Food: Mabo Tofu

Hobby: Chinese painting

Gen Fu left his native China in 1976. He barely made his escape before his cohorts were caught and imprisoned under the master's "gang of fear."

No one knows the real reason Gen Fu recently came out of retirement. No one would guess about the dream that haunts Gen Fu nightly. Only his closest enemies suspect that something profound must have caused the old man to come out of his retirement. (Could it have anything to do with the tragedy surrounding his granddaughter Mai Lin?)

Gen Fu may appear to be just a Taeble shop owner, but this master of Shin-I Rakuga Ken is no one to patronize... he never misses an opportunity to test his lethal weapon.



MOVES LIST

- Qi-Gong Palm ***
- Pearlize Punch *
- Sweeping Kick *
- Qi-Gong Kick *
- Smart Palm Jab *
- Cat Stash *
- Tiger Elbow *
- Blade Kick *
- Tiger Claw *
- Flying Reverse Kick *
- Falcon Hammer *
- Gen Fu Special Kick *
- Bull Horn *
- Spine Attack *
- Falco Hammer Special *
- Raenter Kicks *
- Gen Fu Special *
- Jumping Stink Kick *
- Silver Kicks *
- Iron Tea *
- Rising Gomoku *
- Iron Bulldogs *
- God's Step *

Raenter Special *

Tiger Head Kick *

Rakki Kick *

God's Wind Push *

God's Sweep *

Double Bomber *

Wind Blast *

Spine Attack *

God's Hand *

Stomach Shock *

Tiger Tail (to enemy's back) *

King's Paws *

Palm Attack *

Peacock舞 *

Monkey Hands (Energy is stored) *

Monkey Hold *

Shoulder Tackle (Against mid kick) *

Mortex (During Monkey Hold) *

Gen Fu Strike *

Side Turn *

Twist *

DR *